

CHAPTER V

CONCLUSIONS AND SUGGESTIONS

In this chapter, the researcher presents the conclusion of the research and suggestions for teachers, students and further researcher. The conclusion is drawn from the answer to the research questions which discussed in the chapter four. The research questions of this research had been presented in chapter one. They are (1) how is the implementation of the scenario of teaching grammar by using Speedy English Grammar game app (2) how are the responses of students and teacher toward teaching grammar using game app (3) what are difficulties which was experienced by the students when they learning grammar using the game app. The conclusions and the suggestions will be presented below.

A. Conclusions

The following is the answers to the questions of this research. The first is in term of the implementation of teaching grammar using the game app. The researcher made the scenario for three meetings. In the first and the second meeting, the implementation of the scenario of teaching grammar by using game app run well in accordance to the teaching scenario that had been planned. In the third meeting, the completion of the game app was longer than the previous meeting. At this time, every group student made some mistakes in completing the grammar game app because the

game level was higher so they repeated the game app from the previous screen of the feature.

The second is in terms of the teacher's and the students' responses toward teaching grammar using game app. The implementation of teaching grammar by using game app received positive responses from the English teacher and the students. The English teacher argued that the researcher delivered the material briefly. The students could understand the teaching material well and they could understand the grammar material deeply on the game app. According to him, the grammar teaching by using game application is a contemporary form of learning method. The students' positive responses were the teaching grammar using game app could increase their learning motivation, interest and enthusiastic. However, there are also from them, for example if the application is used too often, they will feel bored.

The third is in terms of students' difficulties in learning grammar using game app. Technically, the students had no difficulty in using Speedy English Grammar game app as a grammar learning media. It could be seen from when the students learned grammar by using the game app, they didn't ask about how to play the game app. They focused on composing the sentences such as *getting-have-a-computer-get-got-you?* become *have you got a computer?* and it could be seen from the interview data which showed the learning process was fun, the features were simple, and all of the feature equipped with the material explanations, so they could understand the material easily. Conceptually, the students had difficulty in learning grammar using

the game application, that is on verb phrase *have/has got* which learned in the third meeting. At this time, the students were promised a reward by the teacher if they become a winner of the game. This situation made the students enthusiastic in teaching and learning process. Sometime, they made noise so it made the students less understanding about the materials. The teacher directed the students so they learned grammar using game app in conducive way.

In conclusion, teaching grammar using game app enables to improve the students' learning motivation, interest and enthusiastic in learning grammar. However, the students will feel bored if the application game is used too often. The teacher must be good at managing them in grammar teaching using game app, because the students made often noise in the classroom during the teaching and learning process.

B. Suggestions

In order to make the teaching learning grammar using game app more interesting, the researcher formulated some suggestion such as for the students, teachers and further researcher. Hopefully it will be useful for them in the future. Some of suggestions will be delivered by the researcher as follows:

1. For the teacher

The teacher should observe and decide the method and teaching material based on students' need in the class. The use of teaching method can influence the result of the

students' learning. To make sure the right teaching method, the teacher should have more methods to find out the effective teaching strategy in teaching materials. Besides, the teacher should to consider several consideration as follows:

- a. The teacher should create alternative in teaching English language especially in grammar teaching. They must create the good atmosphere in the classroom and involving the students in teaching learning process so teaching material can be comprehend by whole students.
- b. The teacher should develop teaching method that suitable with the student's level.
- c. The teacher should be creative in using teaching media, to make the teaching learning more effective.

2. For students

The students should study English through practice and experiences. Some of terms are as follows:

- a. The students should active in the class and also creative to get the point of teaching learning process.
- b. The students should pay attention to what the teacher's instruction and suggestions.
- c. The students should learn the material before it delivered by the teacher so it will be easier for them to understand the materials.

3. For further researcher

Suggestions for further researcher will be presented below.

- a. For further researchers who want to develop all information and knowledge nature about the game app technique and interest in doing research related to the topic, they should be able to make research in others discipline.